VENICE
The Media Production Hub

DVS
A Rohde & Schwarz Company

ROHDE&SCHWARZ

VENICE THE MEDIA PRODUCTION HUB

"In addition to real-time ingest and playout, VENICE's playlist has significantly improved our workflow. Handling large amounts of clips has become a true breeze. Thanks to VENICE's intuitive GUI and its seamless collaboration with DVS's SpycerBox, CG production has gained enormous efficiency, especially with numerous designers working at the same time. DVS's integrated solution is now at the heart of our workflow."

Masaaki Watanabe, Sports Graphics Designer at TV Asahi

VENICE

THE MEDIA PRODUCTION HUB

VENICE is well-positioned as a future-ready Media Production Hub for highly optimized file-based TV production workflows. VENICE manages classic video server tasks such as HD-SDI ingest and studio playout combined with intelligent file-based features like file ingest, transcoding and media transfer operations. The growing need for multiple video formats and codecs in a broadcast studio environment is easily handled with VENICE's flexible multi-format video- and codec pipeline for each channel. Thanks to its open platform and file system architecture, VENICE can seamlessly be integrated into any file-based broadcast production environment. VENICE offers continuous optimization of efficiency in your workflows – in a single system. Available in three different versions, VENICE will suit your workflow's needs.

VENICE – THE MEDIA PRODUCTION HUB

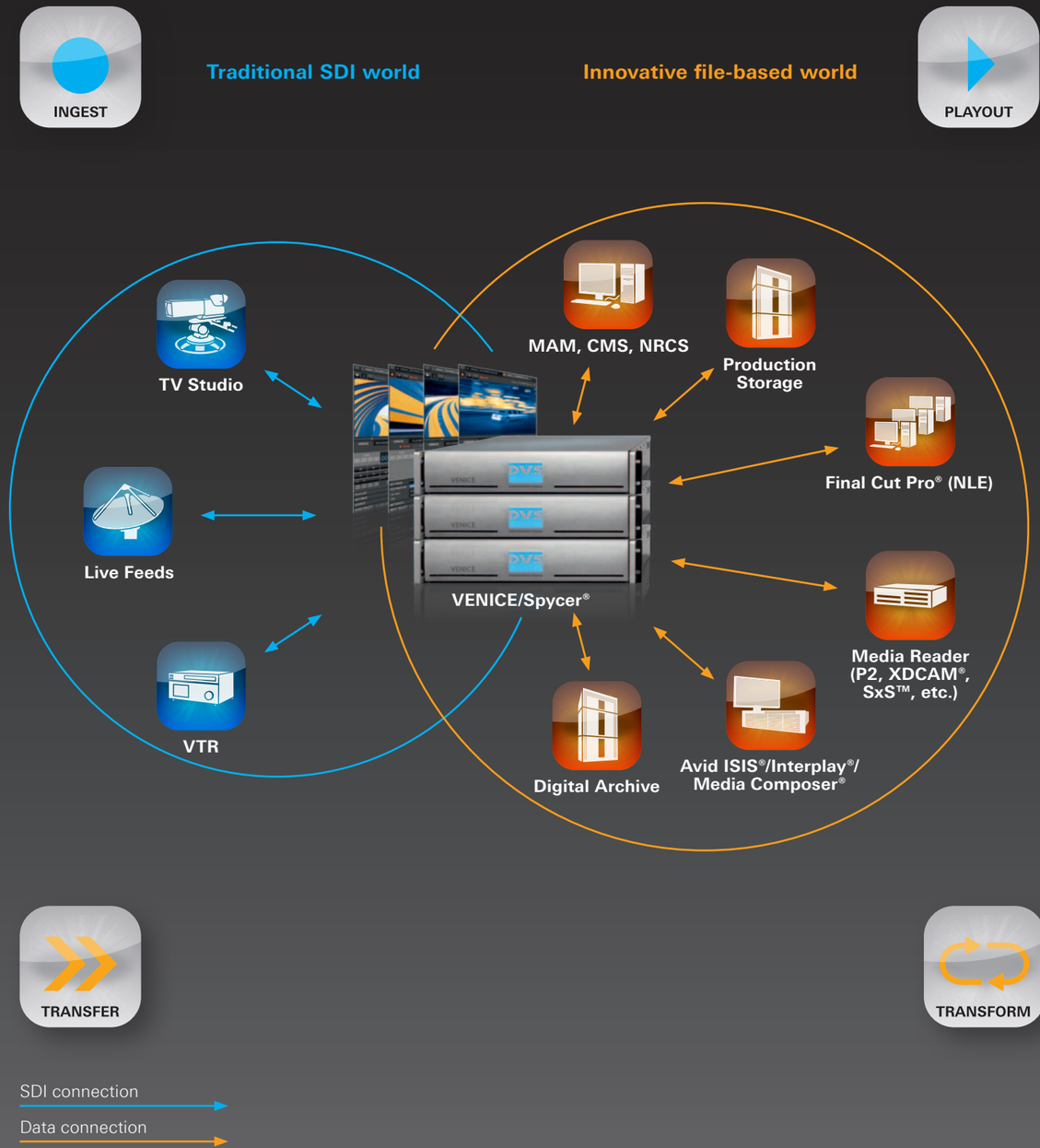
SOLVING THE RIDDLE: TRADITIONAL SDI AND FILE-BASED BROADCASTING

Today's broadcast stations are confronted with multiple ways of controlling and distributing their content. Migrating from SD to HD is an ongoing task also introducing new challenges to combine different formats like SD, 720p, 1080i, and 1080p in one production workflow. Moreover, multiple video codecs and formats are streaming into the studio environment.

VENICE as a Media Production Hub is the ideal solution to outperform in all these areas: It speeds up your workflow, grants flexibility, reduces error rates as well as training time and costs, and lowers the cost of ownership since more tasks can be handled on just one single system while minimizing the integration efforts.

Pick what you need: Studio program signals, live feed or tapes and generic video files or file transfer are captured in all typical broadcast codecs (XDCAM®, AVC-Ultra codec group, DNxHD®, Apple ProRes, etc.) directly without any transcoding in one single system. The material is available to all connected editing clients for immediate processing. Direct capturing in proprietary production storage is accelerated with the edit-while-ingest functionality.

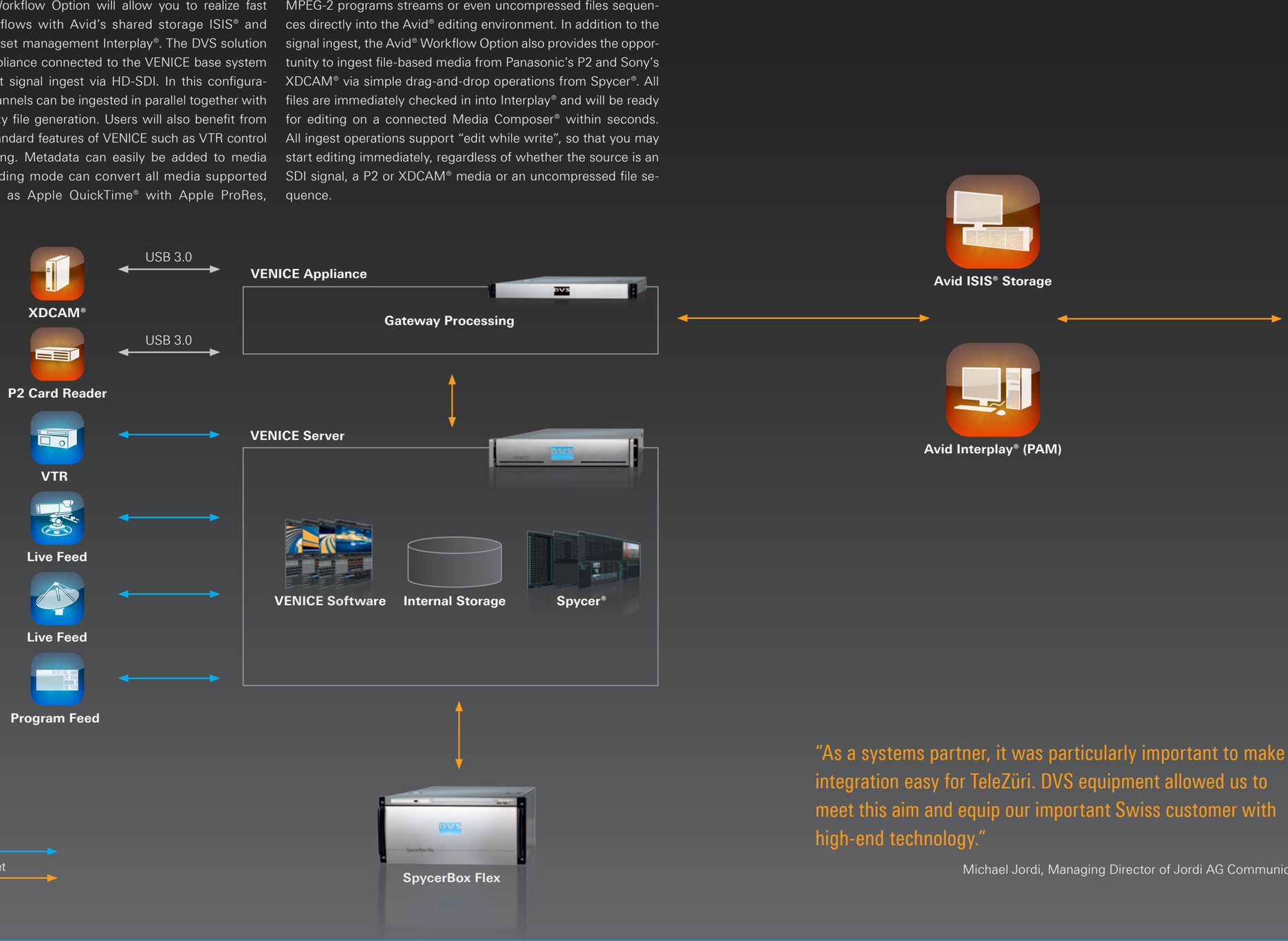
VENICE adapts to changing workflow environments with ease – no matter which part of the TV production world you inhabit. VENICE is the perfect Media Production Hub in both the traditional SDI world and the innovative, file-based world.



VENICE THE MEDIA PRODUCTION HUB

EFFICIENT WORKFLOWS WITH AVID ISIS® AND AVID INTERPLAY®

The new Avid® Workflow Option will allow you to realize fast user-friendly workflows with Avid's shared storage ISIS® and the production asset management Interplay®. The DVS solution offers a server appliance connected to the VENICE base system and enables direct signal ingest via HD-SDI. In this configuration, up to four channels can be ingested in parallel together with simultaneous proxy file generation. Users will also benefit from comprehensive standard features of VENICE such as VTR control and batch capturing. Metadata can easily be added to media files. The transcoding mode can convert all media supported by VENICE, such as Apple QuickTime® with Apple ProRes, MPEG-2 programs streams or even uncompressed files sequences directly into the Avid® editing environment. In addition to the signal ingest, the Avid® Workflow Option also provides the opportunity to ingest file-based media from Panasonic's P2 and Sony's XDCAM® via simple drag-and-drop operations from Spycer®. All files are immediately checked in into Interplay® and will be ready for editing on a connected Media Composer® within seconds. All ingest operations support "edit while write", so that you may start editing immediately, regardless of whether the source is an SDI signal, a P2 or XDCAM® media or an uncompressed file sequence.



"As a systems partner, it was particularly important to make integration easy for TeleZüri. DVS equipment allowed us to meet this aim and equip our important Swiss customer with high-end technology."

Michael Jordi, Managing Director of Jordi AG Communication

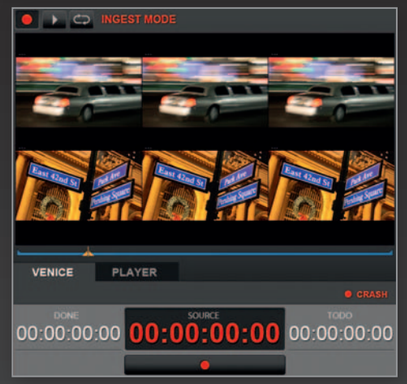
VENICE THE MEDIA PRODUCTION HUB

STEREO 3D CORRECTION AND INGEST

Shooting live in 3D is a major challenge since many parameters like stereo baseline, color, geometry and camera distance from the object change from scene to scene. Also, high image quality with a low compression is a requirement for 3D live and post production. Equipped with STAN (Stereoscopic Analyzer), VENICE assists camera operators and production staff in setting these critical stereo parameters and enables high-quality stereo recording in a single turnkey system.

- **Real-time analysis and correction of geo distortions for live stereo 3D production**
- **Stereo 3D on-air correction: even when camera is moving or zooming**
- **State-of-the-art equipment: high-quality stereo recording**
- **NLE-friendly file formats and metadata recording for post production**
- **Small form factor: no need for extra 3D processing equipment**

STAN 3D Real-time Correction



Multi-channel Ingest

HD-SDI (uncorrected)

VENICE

Fibre Channel

SpycerBox

Fibre Channel

3D Display

VENICE

HD-SDI (corrected)

Video Switcher

Automation Control

RS-422 VDCP

CHANNEL GROUPS FOR 3D PLAYOUT

After shooting in 3D, handling the data is the next challenge to take. With its channel grouping feature VENICE is optimized to play out stereoscopic 3D content with ease. The operator can effortlessly specify which channel is designated to the right or the left eye.

Once the 3D channel group and all the parameters have been established, a single drag-and-drop operation is all it takes to load the left and right eye content. The 3D metaclips generated by Spycer® assist smoothly in the background. Moreover, the full feature set of 2D playlists is available for 3D channel groups, too. If you have a more convenient workflow in mind, VENICE can help you to save and reopen the channel groups whenever you need to.

VENICE THE MEDIA PRODUCTION HUB

VENICE – THE MEDIA PRODUCTION HUB

In today's fast-paced news production environment, broadcasters are faced with a variety of challenges such as: Optimizing workflow efficiency permanently; increasing the number of codec technologies; and providing new business models for content providers – just to name a few. With its large number of supported codecs and formats, VENICE makes you well prepared for a world of constantly changing coding technologies and resolutions. The integrated vendor-independent communication standards in VENICE such as FIMS, MOS, SOAP and many more enable seamless system interaction in your workflows. VENICE not only helps you create new business models – it also allows you to reduce costs and streamline your workflow.

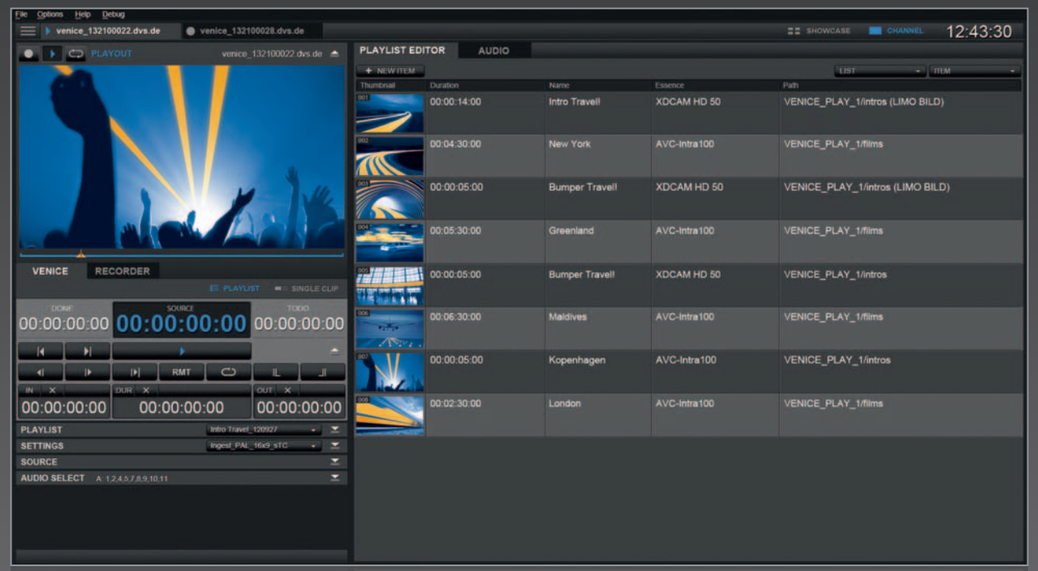
VENICE offers all the qualities of a classic multi-channel video server using SDI cables plus a comprehensive feature set to fulfill innovative efficient file-based workflows – and it all comes in a single system. VENICE has become the next-generation Media Production Hub for efficient studio-broadcast workflows by establishing the basis for faster content delivery, faster media exchange and all the advantages of file-based workflows – without SDI cabling. Thanks to its open system platform and communication standards, the Media Production Hub VENICE allows smooth integration and outperforms file-based broadcasting in all media operations such as file ingest, playout, transfer, and transforming.

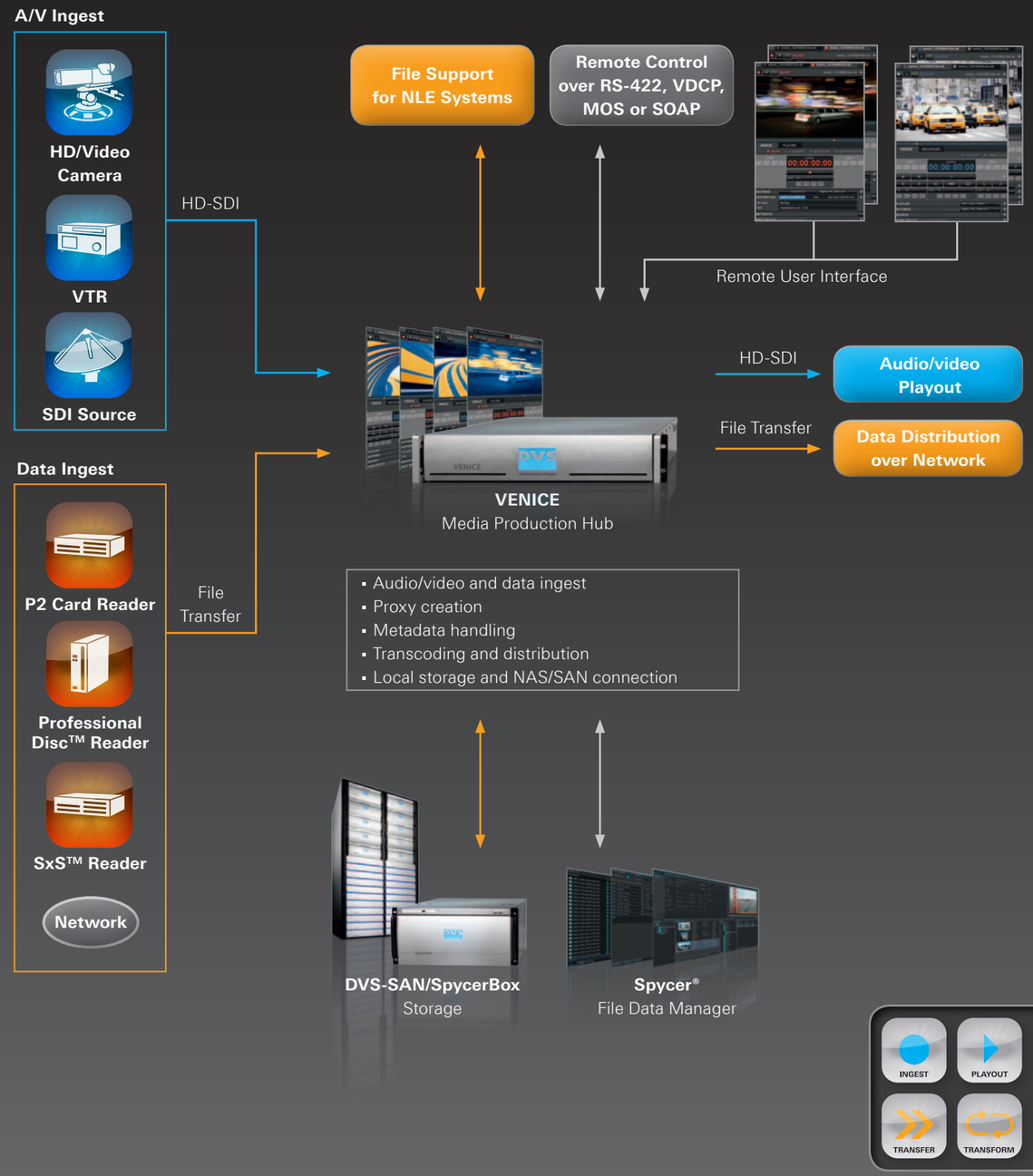
OPEN PHILOSOPHY

DVS realizes you are faced with the unique demand for both time-sensitive and high-quality content delivery, and shares its philosophy of openness. VENICE offers an open file system structure supporting all SAN interfaces. Moreover, the fully open storage architecture allows for an individual workflow design including editing clients, e. g. Media Composer® and Final Cut Pro® systems. Integrate VENICE freely into any existing network structure and expand your storage via common interfaces like Fibre Channel.

VENICE REMOTE USER INTERFACE

VENICE provides a comprehensive software package and runs on a Red Hat® Enterprise Linux® platform. The full Spycer® data management software is pre-installed on the system to provide all content information for the remote user interfaces. The remote GUI is an efficient and effective tool, tailored to your needs: Control the Media Production Hub from your own desk, arranging and coordinating the server jobs. The remote user interface is available for Windows®, Mac OS®, and Red Hat® Enterprise Linux®.

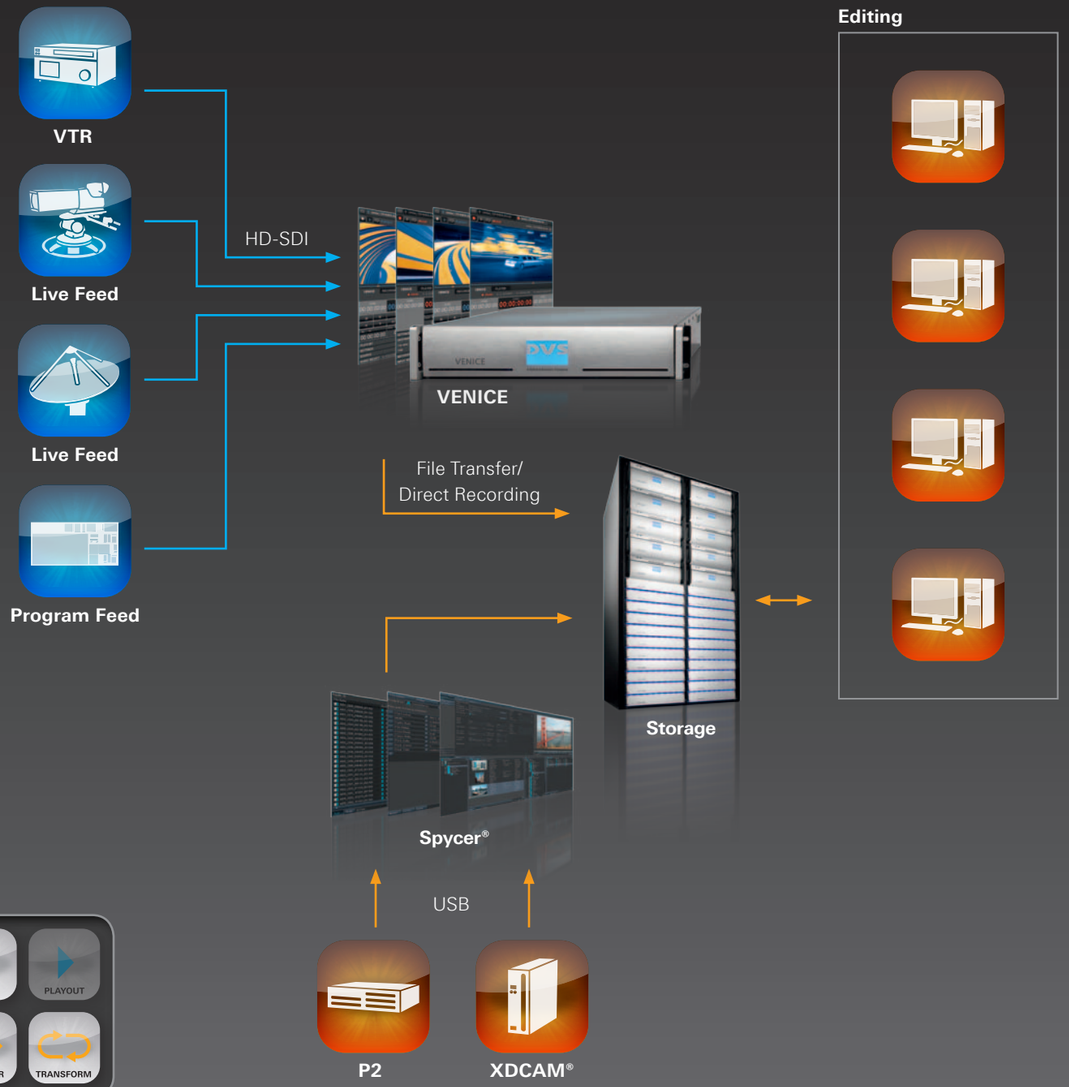




VENICE THE MEDIA PRODUCTION HUB

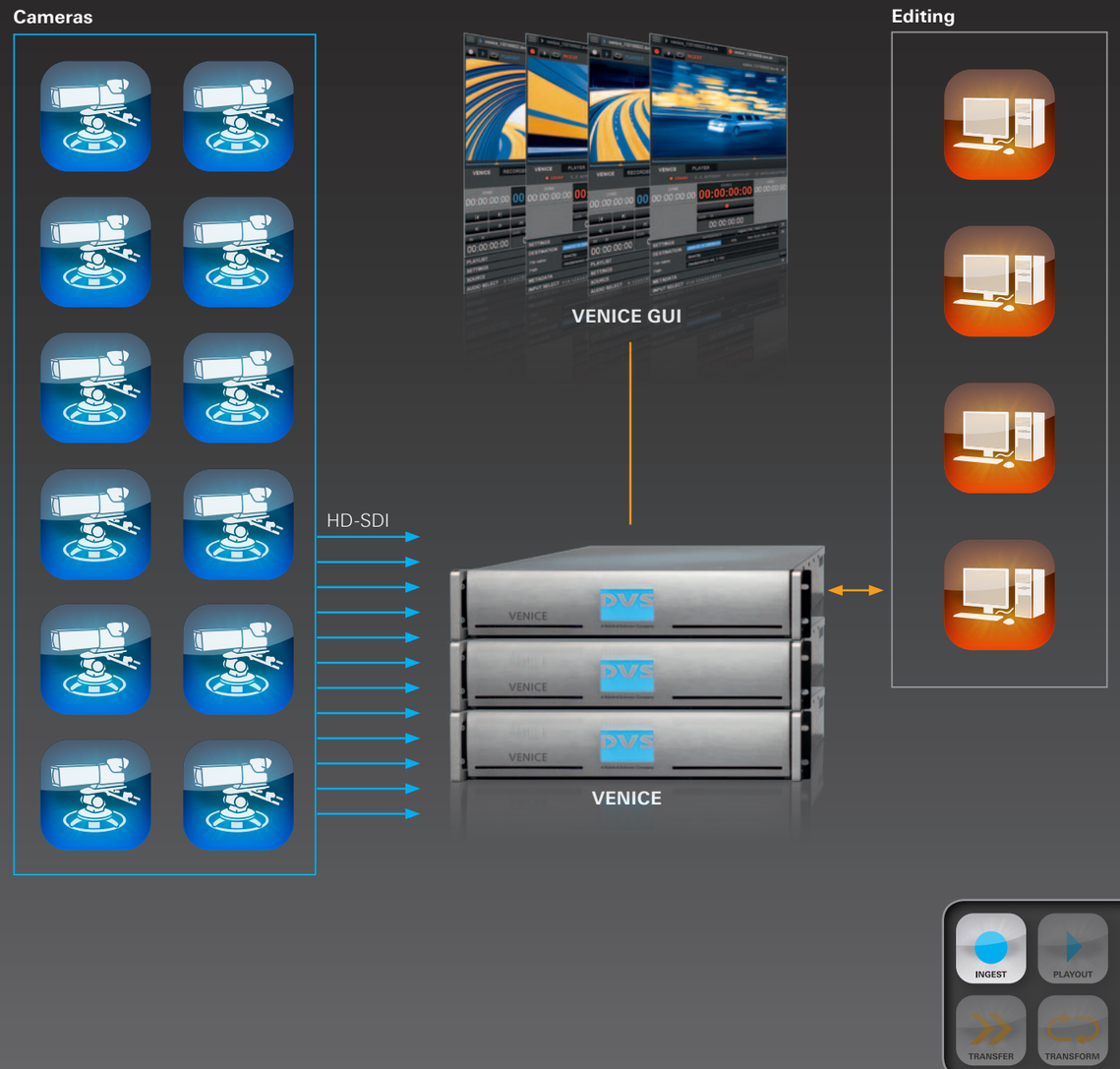
CENTRALIZED CONTENT INGEST

With its ability to handle baseband and file ingest, its format independent SDI video channels, powerful metadata handling and a large number of other features, VENICE is the ideal foundation for centralized content ingest. VENICE offers direct ingest into Avid ISIS® and Interplay® editing environments with "frame chase editing." Its codec variety (supporting, for example, Avid DNxHD®, Apple ProRes or Panasonic AVC-Ultra) and its openness provide users with maximum flexibility in the organization of their workflows: VENICE accommodates each and every scenario – even mixed environments with Avid Media Composer® Apple Final Cut Pro® or Adobe® Premiere®.



MULTI-CAMERA RECORDING

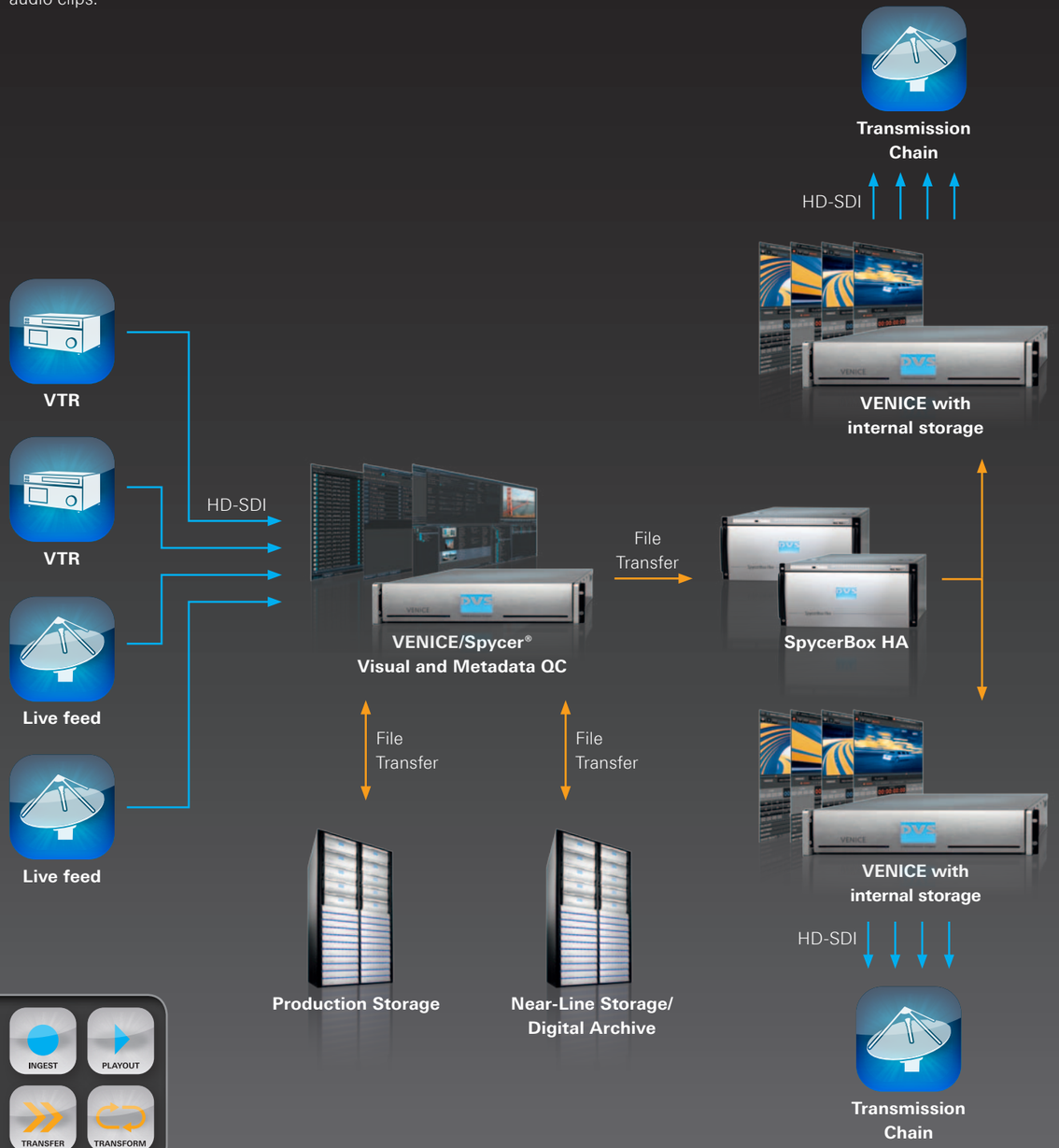
VENICE paves the way for multi-camera recording – thus simplifying life in show and event production in both studio and mobile environments. Since multiple channels can be grouped and controlled with one single GUI, it is easy to gain control of all your video channels.



VENICE THE MEDIA PRODUCTION HUB

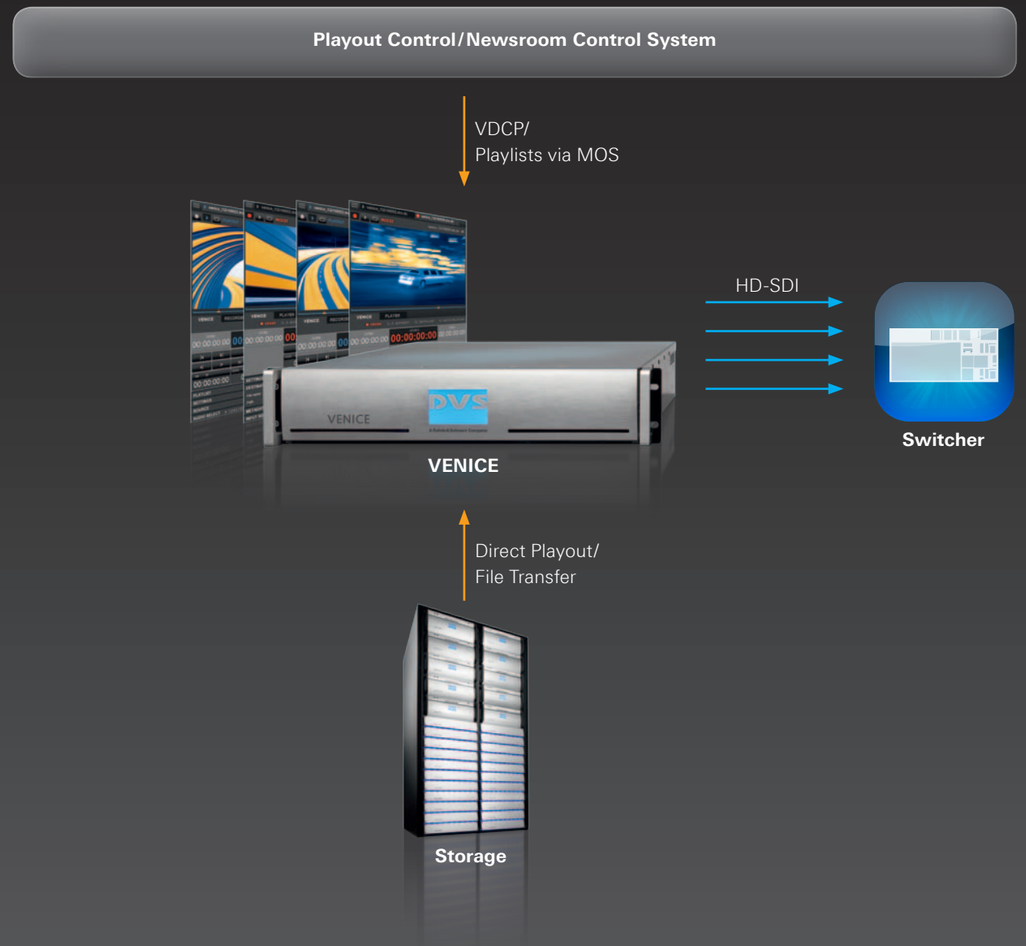
CONTENT PREPARATION AND DISTRIBUTION

VENICE helps you to prepare and distribute content efficiently. With its large portfolio of supported codecs and formats, content becomes immediately available. The Media Production Hub allows smooth and fast file conversion (transcoding and transwrapping) as well as trimming of video and audio clips.



PRODUCTION AND NEWS PLAYOUT

VENICE offers a rundown control and an integrated MOS gateway. The GUI shows a comprehensive overview of the playlist and offers back-to-back playout. With its ability for direct playout from internal or connected storage solutions, VENICE streamlines every broadcaster's news workflow.



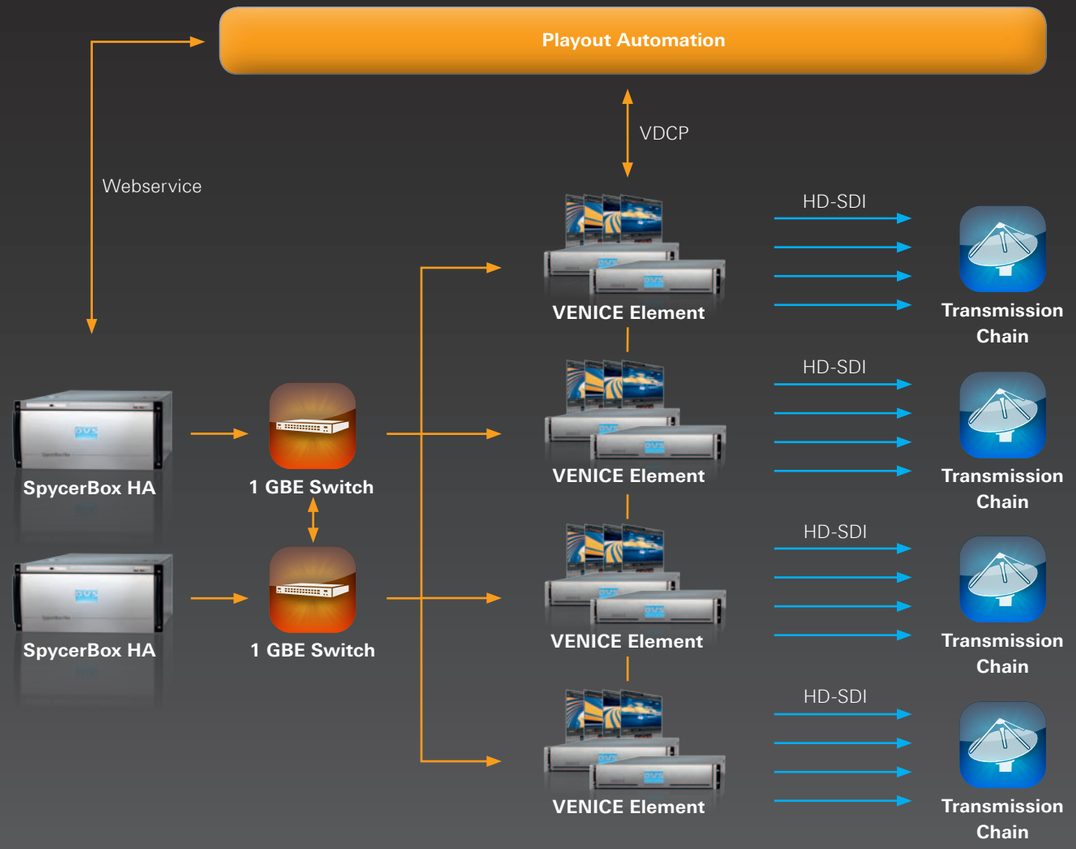
"The new VENICE systems will allow us to respond more quickly and flexibly to our production clients needs, and will provide them with an enhanced production workflow saving considerable time."

Paul Darbyshire, Broadcasting Director at Pinewood

VENICE ELEMENT

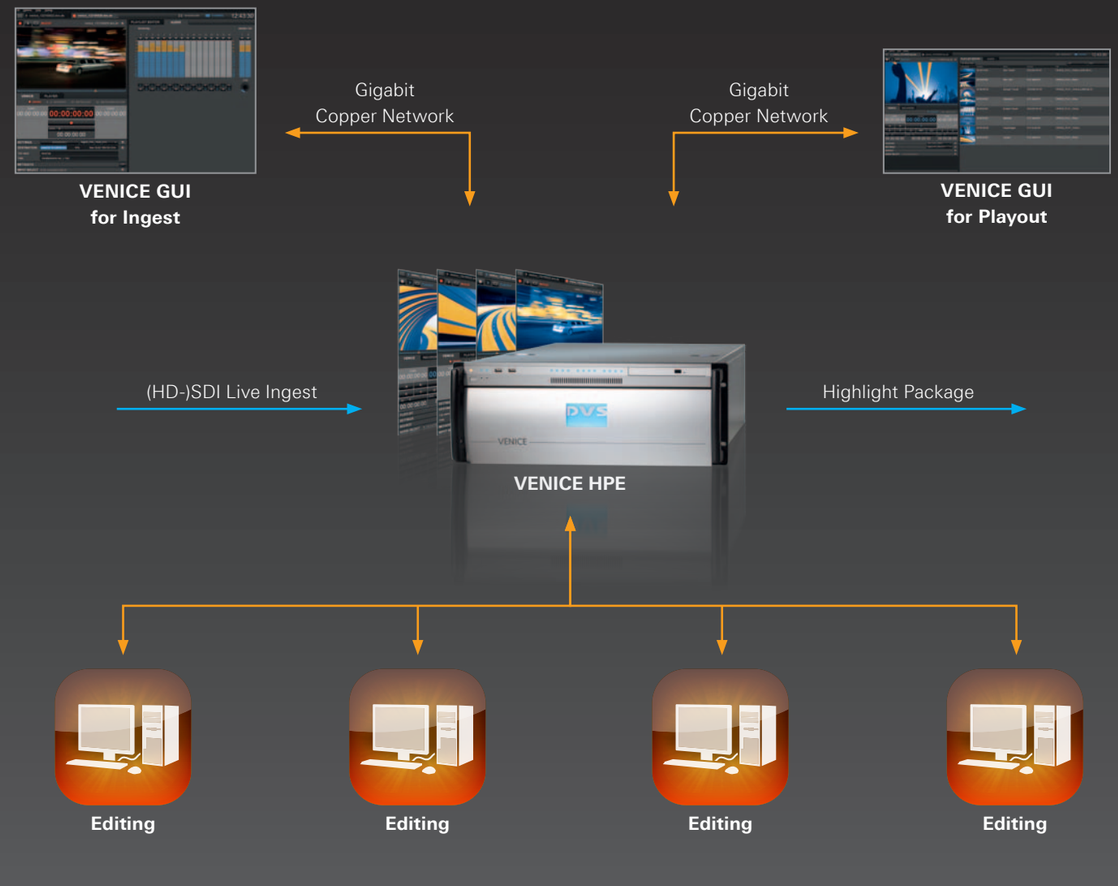
VENICE ELEMENT

Based on the successful Media Production Hub, VENICE Element is the entry level model for basic video server tasks such as signal ingest and playout. The 2U chassis is DVS's answer to the growing demands for smaller production systems where key factors are limited space in playout facilities. Users benefit from the highest channel density possible without having to compromise on quality: VENICE offers RAID-6 protected drives and four channels. It also provides higher performance while consuming less electricity. VENICE Element features a wide variety of production file formats and extremely fast reaction times thanks to a sophisticated pre-buffering mechanism.



FAST MEDIA TURNAROUND IN LIVE SPORTS PRODUCTION

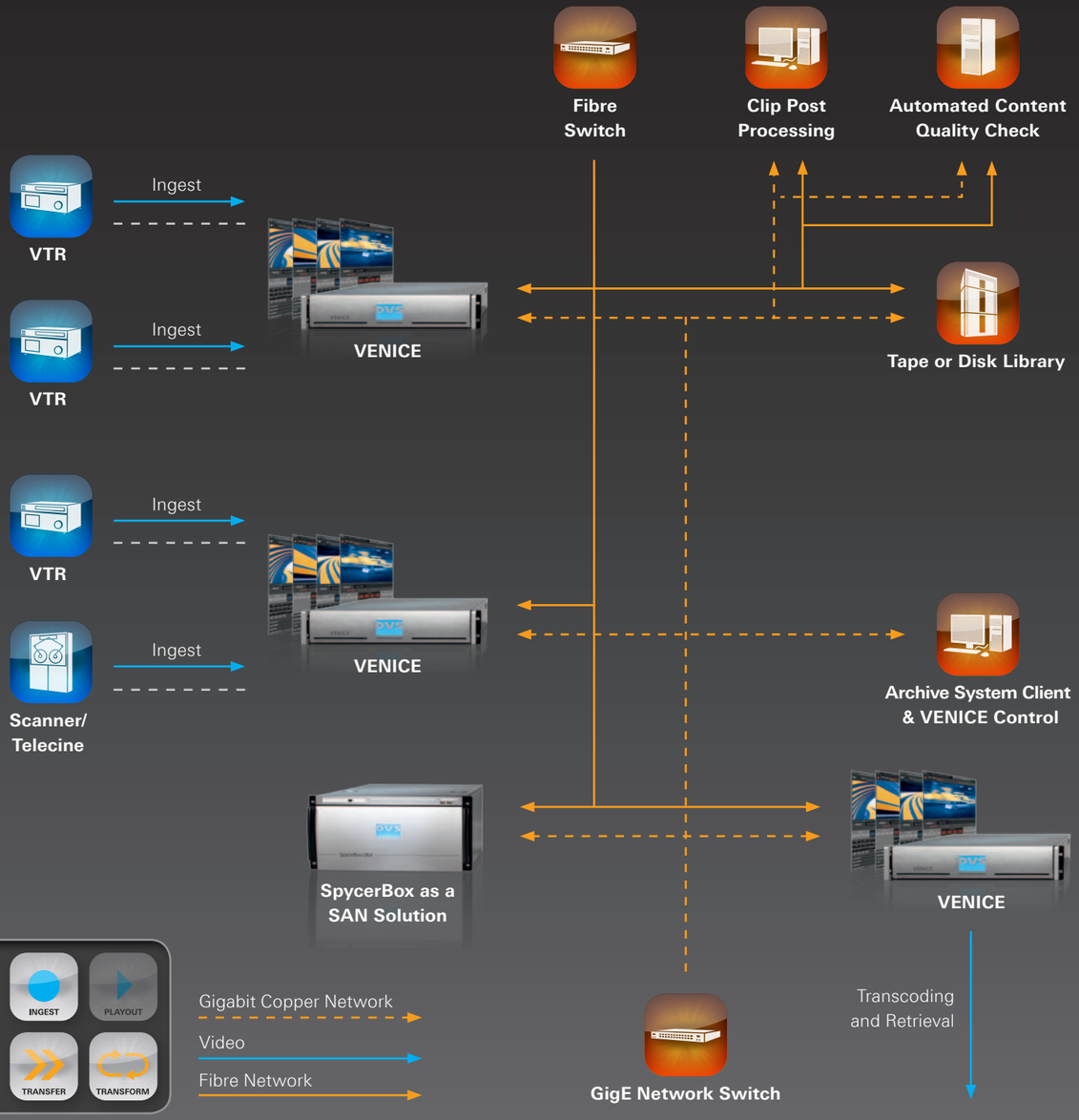
VENICE provides incoming media to attached editing workstations without media transfer. In live sports production, VENICE ingests multiple channels via HD-SDI – editors have instant access, even while the media is still being recorded. The editing systems can be directly attached to VENICE via Ethernet, while the DVS Media Production Hub itself provides NAS storage. Highlight packages of the event are available immediately and can be played out by VENICE either during the break or after the match session.



VENICE THE MEDIA PRODUCTION HUB

ACCELERATE YOUR ARCHIVE WORKFLOW WITH VENICE

VENICE also offers an ideal solution for digitizing large amounts of tape and film content in high quality. With its support of high-quality codecs such as AVC-Intra Class 200, VENICE opens up a host of additional opportunities. Since VENICE manages native real-time capturing, simultaneously scaling the different formats and raster formats it is perfectly suited for archive environments. The open JPEG2000 codec-container combination offers an excellent picture quality while providing open, manufacturer-independent access to the archived data.



VENICE VIEW – THE PERFECT OVERVIEW OF ALL YOUR CONTENT

Monitoring all your VENICE video channels becomes a breeze with the new VENICE View software. VENICE View allows you to assemble an overview of all VENICE channels in your facility on a single system. Based on VENICE's sophisticated network architecture, there is no need for extra multi-viewer equipment. VENICE View offers monitoring of video overlay, channel name and status, timecode information, as well as audio peakmeter of every connected VENICE video channel. VENICE View uses a sophisticated IP-based software architecture which can be utilized in existing IP networks without the need of extra SDI cabling and expensive multi-viewer equipment.

"In our fast-paced news production environment every second counts and there is just no room for errors. The VENICE Media Production Hub not only brings considerable time savings, it also offers stability and efficiency."

Gerbrand De Ridder, R&D Manager and Lead System Architect at ParkPost

VENICE THE MEDIA PRODUCTION HUB

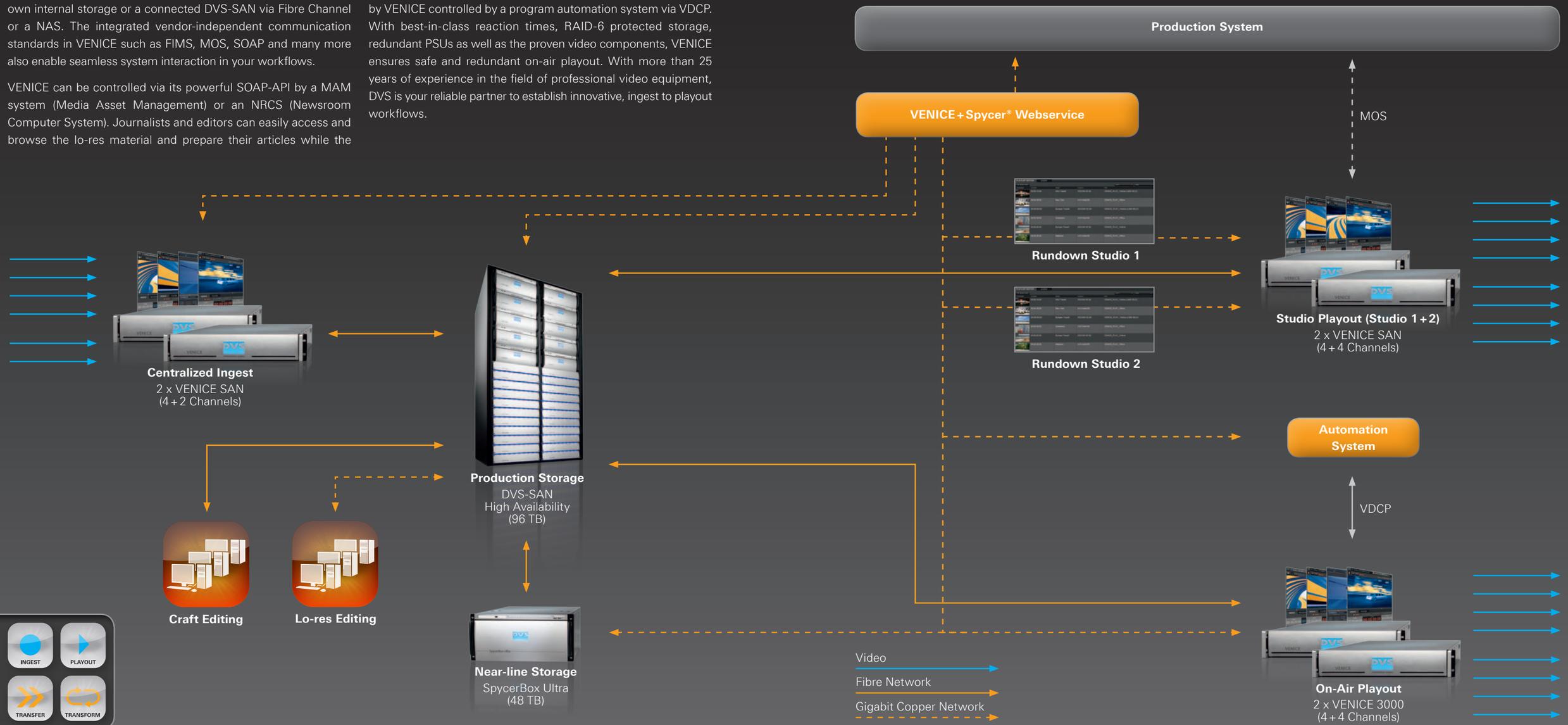
MAXIMUM FLEXIBILITY WITH VERSATILE FEATURE SET

Thanks to its vast feature set, VENICE accommodates each and every scenario and can be placed in the key positions of innovative file-based workflows. The Media Production Hub provides production and line ingest into NLE-friendly file formats, including Proxy file generation. Thanks to its open system platform, VENICE allows smooth integration into any broadcast environment; this way making it possible to use either any kind of storage, whether its own internal storage or a connected DVS-SAN via Fibre Channel or a NAS. The integrated vendor-independent communication standards in VENICE such as FIMS, MOS, SOAP and many more also enable seamless system interaction in your workflows.

VENICE can be controlled via its powerful SOAP-API by a MAM system (Media Asset Management) or an NRCS (Newsroom Computer System). Journalists and editors can easily access and browse the lo-res material and prepare their articles while the media is still being recorded. The VENICE GUI also adds to the users' comfort: Via remote access, users can control the Media Production Hub anytime and conveniently coordinate tasks. The extensive playlist feature allows broadcasts to be arranged creatively. VENICE offers a rundown control and an integrated MOS gateway, this way featuring playlist handling for news and production playout. The program playout, too, can be carried out by VENICE controlled by a program automation system via VDCP. With best-in-class reaction times, RAID-6 protected storage, redundant PSUs as well as the proven video components, VENICE ensures safe and redundant on-air playout. With more than 25 years of experience in the field of professional video equipment, DVS is your reliable partner to establish innovative, ingest to playout workflows.

"We benefit enormously from the introduction of tapeless workflows using DVS technology. The VENICE systems provide us with considerable time savings, allowing us to respond more quickly and flexibly in our current broadcast operations."

Peter Canale, Head of Business and Technology at TeleZüri



VENICE THE MEDIA PRODUCTION HUB

FORMAT VERSATILITY

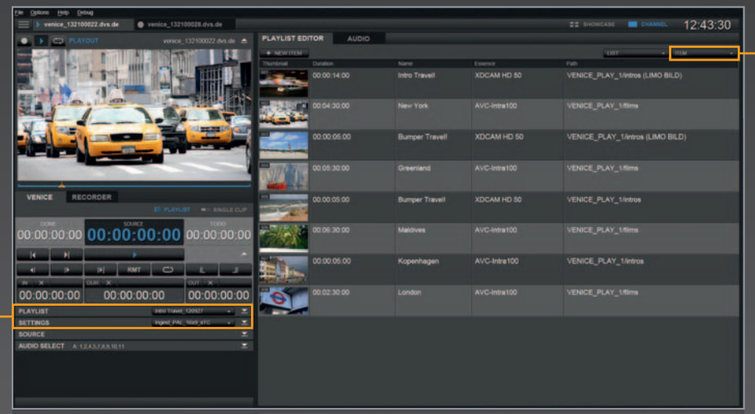
While everyday TV production presents greater challenges, DVS designed VENICE to make your life easier: VENICE supports all major broadcast codecs such as Avid DNxHD®, Panasonic AVC-Ultra, XDCAM® HD 422, Apple ProRes 422. All major file formats are supported as well: MXF OP-Atom, MXF OP-1a, QuickTime®, transport stream and GXF. Due to its open software design, future implementations of new codecs and containers are simple.

PROXY FILES IN PARALLEL

In addition to the hi-res ingest, proxy files can be created in parallel to meet proxy file-based workflows. Available proxy file formats are MPEG-1, MPEG-2 and MPEG-4 (AVC/H.264). Choose QuickTime®*.mp4 as the container format or the “read while write”-capable *.T2S transport stream.

DYNAMIC PLAYOUT

VENICE’s new dynamic playlists bring flexibility to your workflow, and ensure that your videos are always up to speed. VENICE is a multi-tasker. Even during playout, you can easily change clip sequences in the rundown: Whether adding new files to the playlist or deleting those no longer needed, VENICE can handle it all while already playing out. You can even set up mixed playlists, with clips of different resolutions, codecs or containers. Video material will be converted from SD to HD or from HD to SD in real time. There is no additional equipment required – a true plus in multi-resolution environments.



VENICE playout mode

PRESET AND PLAYLIST SELECTION

ITEM MENU

Adding and re-arranging of clips while playing out

PLAYLIST

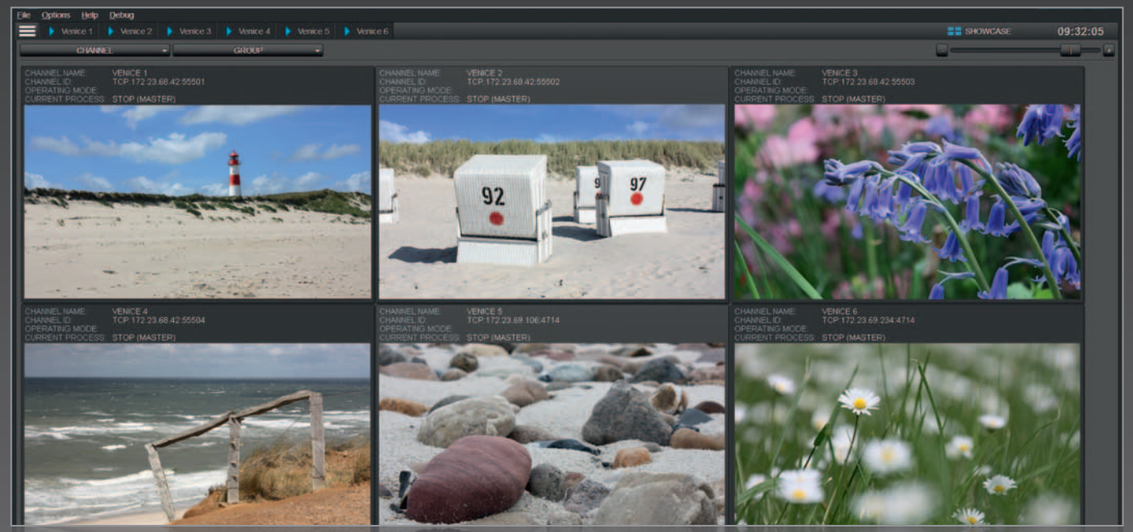
With mixed file formats, resolutions and codecs

CHANNEL GROUPING

With the new channel-grouping feature, VENICE enables parallel recording of e.g. stereoscopic material as well as frame-accurate starting and playout of multiple grouped channels. This proves extremely helpful, especially in multi-camera productions: Create a channel group to ingest or play out several channels simultaneously. Channel grouping can be used with RS-422 or a TCP/IP connection. Simply use your existing Ethernet network to link one or more VENICE channels, regardless of whether they are on the same server or on different ones. This allows you to create a large cluster of ingest or playout devices. Channel groups can be stored and reopened.

SCENARIOS

The scenarios are an enhancement of the concept of saving presets and projects. To set up complex situations for ingest, playout and transcoding with multiple channels the operator can now save a complete snapshot of the user interface with multiple channels: The scenario then contains all acquired channels, all modes, projects and presets for each of the channels. Going back to a saved scenario is simple with just one click and VENICE automatically connects to the required channels and loads the right project and preset for every channel.



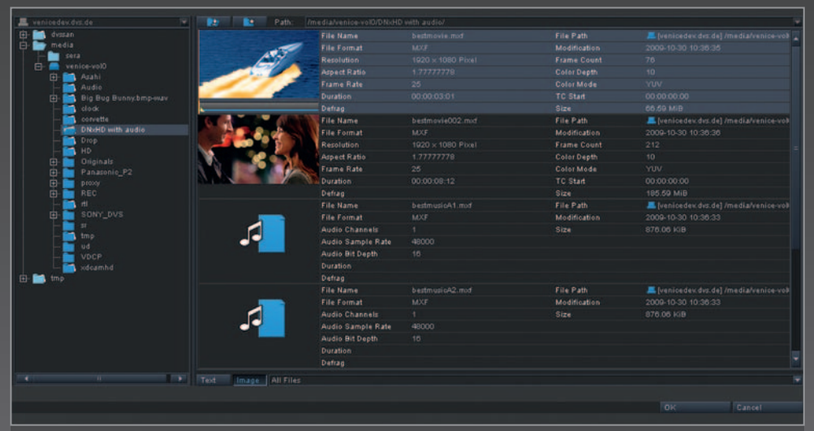
SPYCER®
THE COMPLETE CONTENT CONTROL

INTELLIGENT DATA MANAGEMENT

Broadcast networks require new and innovative solutions for handling immense amounts of data as well as different systems. One of the largest challenges in a broadcast workflow is the sharing of content within your network so that it becomes immediately available to everybody. With Spycer®, data management and optimization are a breeze: Fully integrated into VENICE, the content control software Spycer® lets you create a transparent network that makes the contents of all connected proprietary systems available for viewing and editing by means of a wide array of tools. Increasing numbers of audio and video files not only lead to a growing amount of metadata that needs to be handled. Spycer® helps you to organize this data: from file ingest and editing to transfer and check-in of the metadata to MAM or production systems. For example, Spycer® accesses Avid ISIS® storage and Interplay® PAM, this way enabling you to perform live video ingest HD-SDI and file ingest from Professional Discs™ and P2 media. The required material is available on all workstations immediately, and can be processed there using various editing systems. The content control system also enables high-speed copying processes as well as searching and editing of image metadata.

Spycer® is your ideal bridge between proprietary systems and an open system architecture.

- **Preview and play out your files and metadata located anywhere in your network**
- **Correct and edit the names of file sequences in a single step**
- **Edit and amend the metadata in the file headers**
- **MXF support for broadcast content like DVCPRO®, XDCAM® or DNxHD® or Apple ProRes 422**
- **Display of ANC metadata**
- **Use the unique defragmenting tool to maximize your storage's performance**
- **High-speed copying features help you steer clear of nerve-racking process delays**
- **Bandwidth limitation**
- **Secure copy**
- **FTP server access**
- **Grass Valley K2 server access for file transfer and outgest**
- **Combine Spycer® with your applications using the SOAP-API**
- **File ingest from P2 Professional Disc™ and XDCAM®**



VENICE RECORD SCHEDULER

Managing your recording jobs becomes a breeze with the new Record Scheduler. Integrated into the content control software Spycer®, the Record Scheduler allows you to handle different recording tasks with just a few clicks. This way you can even manage several channels on different VENICE systems easily.
When arriving at the set time, VENICE will start recording automatically – while you are already busy with your next task. No overlapping, no other tasks blocking the channel – everything runs smoothly.
The record is carried out over SOAP protocol with the award-winning FIMS standard.

- **Easy handling of your recording jobs**
- **Comprehensive graphical overview**
- **Managing of all channels even on different VENICE systems**
- **Recording jobs remain securely scheduled, no data loss**
- **Based on FIMS protocol (Capture)**

VENICE THE MEDIA PRODUCTION HUB

MODELS

VENICE MEDIA PRODUCTION HUB

- Available in 2U and 4U chassis
- Centralized content ingest
- Preparation
- Distribution
- Playout in service-oriented architectures

VENICE ELEMENT

- Available in 2U chassis
- Channel playout
- Studio playout
- News playout
- Controlled via external automation

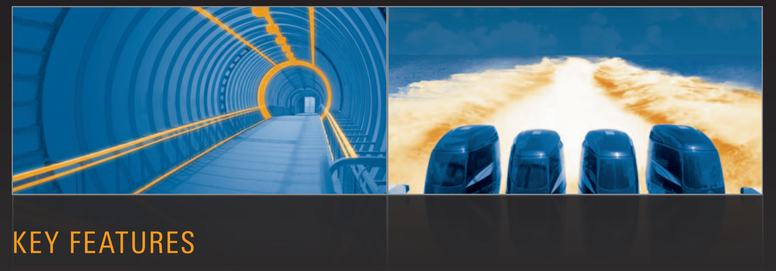
VENICE HPE

- Available in 4U chassis
- High-end presentation
- Post production
- NAS system for editing clients
- Uncompressed formats

MODELS FEATURES

BASIC MODES	MPH	Element	HPE
Playout	+	+	+
SDI Ingest	+		+
Transfer (via Spycer®)	+	+	+
Transcoding	+		+
CONNECTORS			
AES	+	+	+
HDMI output	Optional		+
CONTROL INTERFACES			
MOS/VDCP	+	+	+
FIMS/SOAP	+	Media transfer only	+
SOFTWARE FEATURES			
Proxy generation	+		+
Batchlist recording	+		+
Batchlist transcoding	+		+
Head and tail cutting	+		+
File Ingest	+		+

WORKFLOWS	MPH	Element	HPE
Avid Workflow	Optional		Optional
NLE attachable (NAS)	Limited		+
STAN	Optional		Optional
FORMATS			
SD	+	+	+
HD 720p/1080i	+	+	+
1080p50/60	+		+
Avid DNxHD®, Sony XDCAM®, Apple ProRes	+	+	+
Panasonic DVCPRO®, MPEG-2	+	+	+
AVC-Intra 50/100	Optional	Optional	Optional
AVC-Ultra	Optional		Optional
2K	One Channel		Two Channels
4:4:4	One Channel		Two Channels
Uncompressed	One Channel		Two Channels



KEY FEATURES

- Media Production Hub for broadcast environments
- Scalable multi-channel system (2 or 4 channels per unit, multiple units can be clustered)
- Ingest, playout and transcoding in one single box
- Open software structure combining video and IT workflows in broadcast environments
- Hardware scaler for up- and down-conversion in real time
- Support of Avid DNxHD®, Panasonic DVCPRO®, AVC-Intra 50/100, AVC-Intra Class 200, Sony XDCAM® or Apple ProRes material
- Easy-to-use remote user interface for Windows®, Mac OS®, and Linux®
- Rundown lists, intelligent presets and defaults for smooth operation
- Batchlist recording and transcoding
- Channel grouping for multi-camera ingest or stereo 3D playout via TCP/IP
- Remote control via Sony 9-pin (RS-422)
- Process SD and HD data in parallel for simulcast operation
- Support of VDCP and MOS protocol
- MXF OP-Atom, MXF OP-1a and QuickTime® files
- Support of uncompressed file sequences like DPX, TGA, TIFF, BMP etc.
- ANC data support (SMPTE 436M)
- Full Spycer® license for media management
- Avid® Workflow Option to connect to Avid ISIS® and Avid Interplay® production asset management (PAM)
- Connect to DVS-SAN or SpycerBox via Fibre Channel
- Interfaces: 1 or 10 Gbit Ethernet
- IPMI 2.0 (Intelligent Platform Management Interface) for remote system management

REMOTE USER INTERFACE

- Fast video channel selection and operation via TCP/IP
- Channel grouping for multi-camera and 3D ingest
- Direct playout of compressed formats originating from Sony or Panasonic cameras
- Loop play for VENICE as a player
- Transport functions and scrub bar for VENICE as a player
- GOTO function for VENICE and the RS-422 device as a recorder
- In- and outpoints for clips
- Direct capturing into compressed formats over (HD-)SDI
- Controllable via RS-422 in server and client mode
- VTR control over network using VENICE's remote interface
- Dynamic playlists for automated back-to-back playout
- Global scenarios, projects and presets for defining settings used on a daily basis
- Record Scheduler for easy handling of recording jobs
- Audio monitoring with peakmeter for 16 audio channels

CODECS

- Avid DNxHD® 36 – 440
- Panasonic DVCPRO® 25/50
- Panasonic DVCPRO® HD 100
- Panasonic AVC-Intra 50/100
- Panasonic AVC-Intra Class 200
- Sony XDCAM® DV 25
- Sony XDCAM® IMX 30/40/50
- Sony XDCAM® HD 18/25/35
- Sony XDCAM® EX 35 Mbps (OP-1a)
- Sony XDCAM® HD 422
- Sony SR Lite (only playout)
- Apple ProRes 422/444 (LT/HQ)
- MPEG-2
- MPEG-PS
- MPEG-TS
- H.264 AVC (high profile 4:2:2)

FILE FORMATS (DEPENDING ON THE CODEC) COMPRESSED FORMATS

- MXF OP-1a
- MXF OP-Atom
- QuickTime®
- DV-DIF
- GXF
- MP4

UNCOMPRESSED FORMATS

- DPX 8/10 bit RGB 4:4:4
- DPX 8/10 bit YUV 4:2:2 or RGBA 4:4:4:4
- QuickTime® 8/10bit YUV 4:2:2
- WAV, AIFF
- RF64: Extensible wave format with BWF extension (>4 GB)

VENICE Media Production Hub (2U and 4U) offers one video channel for the in- and output of uncompressed video material, whereas VENICE HPE even provides up to two channels for uncompressed content. When processing uncompressed video material on one/two video channels, the remaining ones may not be used. The in- and output of uncompressed video material is not possible when using VENICE Element.

VIDEO FORMATS

PROXY FILE FORMATS

- MPEG-1
- MPEG-2
- MPEG-4 (AVC) .mp4 (QuickTime®)
- MPEG-4 (AVC) .m2t

SDTV SDI

- 525i /29.97 (NTSC)
- 625i /25 (PAL)

HDTV SDI

- 1280 x 720p /23.98/24/25/29.97/30/50/59.95/60
- 1920 x 1080i /23.98/24/25/29.97/30/50/59.95/60
- 1920 x 1080p /23.98/24/25/29.97/30
- 1920 x 1080p /50/59.95/60 (one channel only)

2K SDI (ONE CHANNEL ONLY)

- 2048 x 1080p /23.98/24/25

VIDEO I/O

- Autodetecting 1,5 / 3 Gbit/s single-link SD/HD-SDI input and output
- Dual-link SD/HD-SDI input and output (up to two channels per unit; for keying or 4:4:4 operations)
- HD/SD genlock input, 1 × BNC
- HDMI output

AUDIO INTERFACES PER VIDEO CHANNEL

- 8 channels digital audio AES/EBU
- 16 channels embedded audio at SDI connector

CONTROL INTERFACES

- RS-422 remote, 1 × DSub 9 pin
- LTC input and output, 1 × XLRf and 1 × XLRm
- VDCP and Sony 9-pin protocol support
- SOAP-API (Simple Object Access Protocol) for third-party applications
- FIMS 1.07: Capture, Transform
- Playlist handling via MOS protocol

SYSTEM

- 2U 19" rack mount with rack mount rails dimensions: 480 mm (W) x 88 mm (H) x 640 mm (D) or 4U 19" rack mount with rack mount rails dimensions: 480 mm (W) x 176 mm (H) x 655 mm (D)
- Graphics adapter with DVI
- DVD reader/writer on 4U chassis
- Redundant power supply (1500 W + 500 W 4U chassis, 2 x 750 W 2U chassis)
- Power supply A-C 100-240 V 50/60 Hz

STORAGE

- SAS drives (RAID-1) for operating system and metadata
- Up to 9 TB SAS drives (RAID-6) for content

INTERFACES

- 8 x USB 2.0 (two at front, six at rear on 4U chassis)
- 1 x USB 3.0 at front, 2 x USB 2.0 at rear on 2U chassis
- 2 x 10/100/1000 Base-T Ethernet
- 2 x 10 Gbit Ethernet (optical) on 2U chassis
- 1 x 1000 Base-T Ethernet for remote system management access (IPMI)
- 10 Gbit Ethernet (option on 4U chassis)
- 8 Gbit Fibre Channel (option)

SOFTWARE

- Linux® (64 bit) operating system
- VENICE remote software for Windows®, Mac OS®, and Linux®
- Spycer® – the complete content control for VENICE Media Production Hub

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SERVICE

Offering superior service for our entire product portfolio is integral to the DVS philosophy. The DVS support and service team is comprised of engineers who consider first-class, professional customer service their first priority.

DVS offers optimum support and service, with service packages tailored to clients' specific needs. Our service team can assist onsite or perform services quickly and reliably via remote control. DVS also has a service website, complete with detailed technical documentation to provide current updates, upgrades, and relevant information.

Our services reflect the quality of our products: Our clients benefit from individualized support and reliable service.

Our service team is available to you at service.dvs@rohde-schwarz.com

TRAINING

Learn in-depth about your new DVS product! With our comprehensive training program, we offer the opportunity to become completely at home with your DVS equipment. We're also happy to support you with the implementation and setup of your system.

The authorized DVS Education Center offers individual training programs onsite and is ready to assist you with relevant information on each workflow. We'd also be happy to welcome you at the DVS headquarters for a hands-on training session with your new equipment. You will receive concise training courses for various product updates, allowing you to immediately familiarize yourself with new developments.

Our friendly and professional training courses provide you with the detailed knowledge to make the most of your equipment.

Ask about our training packages at training.dvs@rohde-schwarz.com

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